

What is claimed is:

- 1                   1.     A wireless telephone apparatus, comprising:  
2                             a first wireless telephone having switchable  
3     data and voice mode communication capabilities, said data mode including a  
4     competitive activity mode involving communication with a second wireless  
5     telephone to engage in a competitive activity; and  
6                             a wireless telephone communication system  
7     communicating with said first wireless telephone, recognizing when said  
8     telephone is in the competitive activity mode at a time when a voice  
9     telephone call to said first wireless telephone is being attempted, and sending  
10    a notification of the voice telephone call to said first wireless telephone  
11    informing a user of said first wireless telephone about the voice telephone  
12    call.
- 1                   2.     An apparatus as recited in claim 1, wherein said  
2     wireless telephone communication system sends a notification to the second  
3     wireless telephone if the user of said first wireless telephone accepts the voice  
4     telephone call.
- 1                   3.     An apparatus as recited in claim 1, wherein said  
2     competitive activity is a game.
- 1                   4.     An apparatus as recited in claim 1, wherein said  
2     wireless telephone communication system suspends the competitive activity  
3     while the user of said first wireless telephone is taking the voice telephone  
4     call.

1                   5.     An apparatus as recited in claim 1, wherein said  
2     wireless telephone communication system drops said first wireless telephone  
3     from the competitive activity when the user of said first wireless telephone  
4     accepts the voice telephone call.

1                   6.     An apparatus as recited in claim 1, wherein said  
2     competitive activity is a round-robin activity.

1                   7.     An apparatus as recited in claim 1, wherein said  
2     competitive activity is a turn-taking activity.

1                   8.     An apparatus as recited in claim 7, wherein the turn-  
2     taking activity is a game.

1                   9.     A method comprising:  
2                         determining whether a first multimode communication  
3     device is in a data mode which is a competitive activity mode involving  
4     communication with a second multimode communication device to engage in  
5     a competitive activity, when a voice telephone call to a user of the first  
6     multimode communication device is attempted; and  
7                         informing the user of the first multimode  
8     communication device about the voice telephone call.

1                   10.    A method as recited in claim 9, further comprising:  
2                         informing a user of the second multimode  
3     communication device if the user of the first multimode communication  
4     device accepts the voice telephone call.

1 11. A method as recited in claim 9, wherein the first  
2 multimode communication device is a wireless communication device.

1 12. A method as recited in claim 11, wherein the wireless  
2 communication device is a wireless telephone.

1 13. A method as recited in claim 9, further comprising:  
2 suspending the competitive activity while the user of  
3 the first multimode communication device is conducting the voice telephone  
4 call; and  
5 restarting the competitive activity mode when the user  
6 of the first multimode communication device has completed the voice  
7 telephone call.

1 14. A method as recited in claim 9, wherein the  
2 competitive activity is a game.

1 15. A method as recited in claim 9, wherein the  
2 competitive activity is a debate.

1 16. A method as recited in claim 9, wherein the  
2 competitive activity is a fantasy sports draft.

1 17. A method as recited in claim 9, wherein the  
2 competitive activity is a round-robin activity.

1 18. A method as recited in claim 9, wherein the  
2 competitive activity is a turn-taking activity.

1                   19.    A computer readable storage controlling a computer by  
2   determining whether a first multimode communication device is in a data  
3   mode which is a competitive activity mode involving communication with a  
4   second multimode communication device to engage in a competitive activity,  
5   when a voice telephone call to a user of the first multimode communication  
6   device is attempted, and informing the user of the first multimode  
7   communication device about the voice telephone call.

1                   20.    A computer readable storage as recited in claim 19,  
2   further informing a user of the second multimode communication device if  
3   the user of the first multimode communication device accepts the voice  
4   telephone call.

1                   21.    A method comprising:  
2                   determining whether a first multimode communication  
3   device is in a data mode which is a sequential participation mode involving  
4   communication with a second multimode communication device to engage in  
5   a sequential participation activity, when a voice telephone call to a user of the  
6   first multimode communication device is attempted; and  
7                   informing the user of the first multimode  
8   communication device about the voice telephone call.

1                   22.    A method as recited in claim 21, further comprising:  
2                   informing a user of the second multimode  
3   communication device if the user of the first multimode communication  
4   device accepts the voice telephone call.

1                   23.    A method as recited in claim 22, wherein the  
2   sequential participation activity is a competitive activity.

1                   24.    A method as recited in claim 23, wherein the  
2 competitive activity is a game.

1                   25.    A method of managing a competitive activity  
2 involving a first competitor having a first multimode communication device  
3 and one or more other competitors, comprising:  
4                               providing the first competitor with a predetermined  
5 competitor list of one or more potential competitors, which has been stored in  
6 advance;  
7                               requesting the first competitor to select at least one  
8 competitor from the predetermined competitor list as a second competitor, via  
9 the first competitor's first multimode communication device, the second  
10 competitor having a second multimode communication device; and  
11                              managing a competitive activity involving the first  
12 competitor and the selected second competitor via the first and second  
13 multimode communication devices.

1                   26.    A method as recited in claim 25, further comprising  
2 determining whether the selected second competitor is available, and  
3 providing an indication of availability on the predetermined competitor list.

1                   27.    A method as recited in claim 25, wherein the first  
2 competitor list includes a list of friends with whom the first competitor  
3 desires to compete, stored in advance by the first competitor.

1                   28.    A method as recited in claim 25, wherein the  
2 predetermined competitor list includes a list of teams of competitors, so that a  
3 team competition can be formed.



1                   36.    A method as recited in claim 25, wherein the  
2 competitive activity is a turn-taking activity.

1                   37.    An apparatus coupled to a communication network,  
2 comprising:  
3                           a first multimode communication device operated by a  
4 first competitor and coupled to the communication network;  
5                           a second multimode communication device operated  
6 by a second competitor and coupled to the communication network;  
7                           a competition control unit storing a first predetermined  
8 competitor list corresponding to the first multimode communication device,  
9 and arranging competitive activities involving multimode communication  
10 devices based on information stored in said competition control unit; and  
11                           a presence manager determining when said first and  
12 second multimode communication devices are accessible,  
13                           said competition control unit arranging a competitive  
14 activity involving said first and second multimode communication devices  
15 when said first multimode communication device makes a request to said  
16 competition control unit, and when the first predetermined competitor list in  
17 said competition control unit indicates a mutual agreement between said first  
18 and second users to compete with one another.

1                   38.    An apparatus as recited in claim 37, wherein said first  
2 and second multimode communication devices comprise first and second  
3 wireless telephones.

1                   39.    An apparatus as recited in claim 37, wherein the first  
2 predetermined competitor list stored in said competition control unit includes

3 a list of teams of competitors, so that said competition control unit can  
4 arrange a competitive activity involving teams.

1 40. An apparatus as recited in claim 37, wherein the  
2 competitive activity is a round-robin activity.

1 41. An apparatus as recited in claim 37, wherein the  
2 competitive activity is a game.

1 42. An apparatus as recited in claim 37, wherein the  
2 competitive activity is a debate.

1 43. An apparatus as recited in claim 37, further comprising  
2 a call waiting server advising the first competitor via said first multimode  
3 communication device when a voice telephone call to said first multimode  
4 communication device is attempted.

1 44. An apparatus as recited in claim 43, wherein said  
2 competition control unit informs the second competitor via said second  
3 multimode communication device if the first competitor accepts the voice  
4 telephone call.

1 45. A computer readable storage controlling a computer to  
2 manage a competitive activity involving a first competitor having a first  
3 multimode communication device and a second competitor having a second  
4 multimode communication device, by providing the first competitor with a  
5 predetermined competitor list of one or more potential competitors, which  
6 has been stored in advance, requesting the first competitor to select at least  
7 one competitor from the predetermined competitor list as a second



8 competitor, via the first competitor's first multimode communication device,  
9 and arranging a competitive activity involving the first competitor and the  
10 selected second competitor via the first and second multimode  
11 communication devices.